

programmes-on-a-plate (pop)

2015



The programmes being presented going forward are slightly different to what has been done in the past. We are providing you with ideas to put together and form a programme following a specific theme. The way these programmes-on-a-plate (PoP) are different to the previous programmes is that you need to put the programme together yourself. In other words, we are giving you ingredients and it is up to you to put the programme together to suit your Pack.

Please take the following into consideration when putting your programme together:

- None of these programmes are set in stone – they have been put together with the intention of giving ideas following a theme. It is up to you as a Scouter how the programme will run.
- A few linking sentences have been provided as these assist in keeping with the theme and also ensure that the programme as a whole flows and makes sense. Please continue with the linking sentences – again just so that everyone can pick up on your train of thought and to ensure the success of the programme.
- Make sure you are prepared with all the items you require and that you understand each game you will be playing.
- You are not expected to fit in all of the activities and games provided. The idea is that you use whatever you think will work within your pack. If you use some suggestions and not others and then incorporate your own ideas to fill in the gaps, even better!
- No times have been allocated for the games, activities, etc as the timing will depend on your pack. (For example, timing for a pack of 36 will be different for a pack of 12 Cubs).

PLEASE NOTE: IMPORTANT!!!

- You have to allow time to ensure that the Cubs are capable of carrying out the suggested activities. For example : if the advancement being covered requires the Cubs to strike a match, ensure that they are aware of the correct way to strike a match before you go any further or attempt the activity/game. This will involve extra time being allocated which will need to be written into your final programme.
- New chums – time will need to be allocated each week for 5 or 6 weeks to cover the requirements of the membership badge. Once you have written your weekly programme, slot in some time to cover the membership requirements with the new chums. The time set aside could be whilst an activity or game is taking place covering advancement for the rest of the pack. Draw up a new chum schedule to cover the specific requirements for the membership badge which will be covered every week – can include activities, games, etc. specifically for new chums. These new chum activities can also be used by the rest of the pack to act as revision of the Cubbing basics.

Remember to incorporate the underlying values of the Cub Promise, Law and Motto throughout your programmes.

The success of the pack meetings depend on your enthusiasm and positive presentation of the programme.

Make it exciting and above all, have fun!